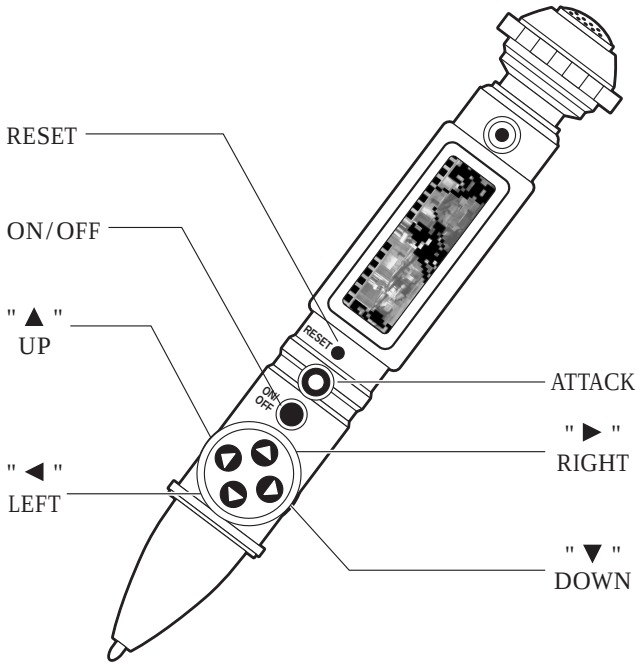
TIGER ELECTRONICS, LTD.

INSTRUCTION

DAY OF DESTINY

As the battle of Naboo rages outside the Queen's palace, a smaller battle of no less importance is being waged inside the power generator room of Theed. Patterns of the Force converge and the confrontation of Jedi and Sith is at hand. Will the skill of 2 Jedi, master and apprentice, be enough to withstand the power of the Dark Side and the Sith who wields it? Now it's your turn to take part in this epic showdown. Choose your allegiance and prepare to fight for control of the universe!



CONTROLS

ON/OFF	- Press this to turn your game ON. - Press again to turn your game OFF.
"▲"	- Block high. - Hold Up and press the ATTACK button to attack high. - Play a sound effect when the unit is turned OFF.
"▼"	- Block low. - Hold Down and press the ATTACK button to attack low. - Play a sound effect when the unit is turned OFF.
"◄"	- Block middle. - Move left.
"►"	- Block middle. - Move right. - Play a sound effect when the unit is turned OFF.
ATTACK	- Attack at the midsection of an opponent. - When used with the direction keys your fighter can do many more attacks (see above under CONTROLS, and below under GUIDE TO LIGHTSABER FIGHTING)

STARTING A NEW GAME

When you turn on the unit you will see game introduction. The title screen will then appear followed by the MODE screen. There are 4 different game modes to choose from: FIGHT, TRAINING, ENDURANCE, and OPTIONS. Use the LEFT/RIGHT buttons to view the different game modes and press the ATTACK button to select.

FIGHT - Here you will play out the battle of this epic confrontation. Once this mode is selected you must first choose your character. You can select either Qui-Gon Jinn, Obi-Wan Kenobi, or Darth Maul. Use the LEFT/RIGHT buttons to view the characters and press the ATTACK button to select. If you choose either Obi-Wan or Qui-Gon, you will fight Darth Maul. If you choose Darth Maul, you can fight either one or both Jedi.

QUI-GON JINN - An accomplished Jedi Master, he is closely attuned to the living Force. Though he is in his sixties, he remains an active and powerful warrior.

OBI-WAN KENOBI - The young apprentice of Qui-Gon Jinn, he is energetic and quick to action. Though naive at times, he is quick to impress his Master and shows the makings of a great Jedi Knight.

DARTH MAUL - Soaked with the evil of the Dark Side, his ferocity is lethal when unleashed. With his double-bladed Lightsaber, Maul can lay waste to multiple adversaries with fluid grace. If you choose Darth Maul you have the option of fighting either of the Jedi or BOTH. Simply push left or right to scroll through Qui-Gon Jinn, Obi-Wan Kenobi, or both Jedi and press ATTACK to confirm your selection.

TRAINING - Here you can practice your fighting techniques with any combination of characters. You can spar one Jedi against the other, have either or both fight Darth Maul. You can fight Darth Maul against either or both of the Jedi.

ENDURANCE - This mode is similar to FIGHT mode except the goal is to fight as many enemies as possible in a row. Your energy will never be replenished but the enemies will always attack you fully charged.

OPTIONS - Here you can change both the difficulty level and the time allowed for each round.

DIFFICULTY - If you choose either Qui-Gon Jinn or Obi-Wan Kenobi you can select from Apprentice, Jedi Knight, or Jedi Master difficulty levels. If you choose Darth Maul you can select from Apprentice, Sith, or Sith Lord difficulty levels.

TIME - This determines the length of each round. If time expires during a round and neither character has been defeated, the character with the least amount of damage wins the fight. This can be set to 30 seconds, 60 seconds, 90 seconds, or Infinite.

If time expires during a round, the character with the least amount of damage wins. If you want to have a fight to the finish and don't want time to decide the winner be sure to set the Time Limit to Infinite on the Options Screen.

GUIDE TO LIGHTSABER FIGHTING

Nothing is more glorious or deadly than a Lightsaber duel. To survive you will need the virtue of a Jedi or the treachery of a Sith!

BLOCKING - One of the fundamental skills of Lightsaber combat is defense. Sensing where your opponent will attack and being prepared to block his strike may be the most important skill you develop. Learn to parry an attack and you will become a more effective warrior. Clear your mind and let the force guide your actions!

Besides your normal block you also have a more powerful block that should be used with caution. Tap in the direction you wish to block 2 times quickly. This executes the SUPER BLOCK. There are positives and negatives to using this. If you successfully SUPER BLOCK an attack you will stun your opponent for a moment. This gives you the chance to step in and land an uncontested blow! However, if you miss or block the wrong spot, your momentum will leave you vulnerable to a counter strike.

ATTACKING - Though blocking is important, only by going on the offensive can you win in battle! Knowing when and where to strike requires the wisdom of a seasoned warrior. There are 3 locations to attack: high, middle, and low. Look for an opening in your opponent's defense and strike. Remember to be unpredictable!

Like the SUPER BLOCK, you also have a SUPER ATTACK. If you land a SUPER ATTACK you will do a lot more damage than a regular attack and your opponent will be temporarily stunned so you can land a free hit. If your SUPER ATTACK is blocked, the force of the attack will come back at you and stun YOU. To execute a SUPER ATTACK follow the instructions listed below for each attack.
Super Attack High- Down, Up, Attack
Super Attack Middle- Away, Toward, Attack
Super Attack Low- Up, Down, Attack

A WARRIOR'S WISDOM

1- Keep moving- avoiding a hit is just as good as blocking one. This will also keep your opponent off balance.
2- The correct timing and use of super moves may ultimately determine the outcome. Test your opponent early then look for the chance to employ your super moves. Don't be anxious.
3- Perfect the block- A dead warrior cannot fight. Learn to protect yourself. Nothing is more devastating than launching a counter attack from a successful block!
4- Visit our main website at www.Tigertoys.com for info on the rest of our fun toys.

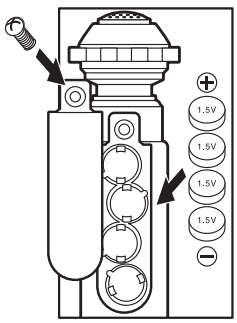
BONUS SFX

Your pen also comes with a special SFX mode. When the unit is off, you can press either the UP, DOWN, or RIGHT buttons to hear cool SFX from the game!

INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 4x1.5V LR44 or G13A button cells or equivalent (Battery included) as shown.

TO ENSURE PROPER FUNCTION :
– DO NOT MIX OLD AND NEW BATTERIES.
– DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
– BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
– NON-RECHARGEABLE BATTERIES ARE TO BE RECHARGED.
– RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
– RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
– ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS ARE TO BE USED.
– BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
– EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
– THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.



⚠ WARNING:
CHOKING HAZARD-SMALL PARTS
NOT FOR CHILDREN UNDER 3 YEARS

CAUTION/DEFECT OR DAMAGE

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation.
If a part of your Electronics Lightsaber Duel Pen Game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:
Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.
Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do out best to expedite your return promptly.

REPLACEMENT INK CARTRIDGES:

Included with you Electronic Lightsaber Duel Pen Game is an ink cartridge to use as a replacement. This replacement cartridge is attached.

Unscrew the black rubber piece which includes the pen mechanism from the pen.

Unscrew the refill cap from the mechanism and remove the empty ink cartridge.

Replace with ink cartridge refill (included on the instruction sheet) and screw the refill cap back on the pen mechanism.

Screw the pen mechanism and the pen back together.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway, Vernon Hills,
Illinois 6006l, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

For more information about Tiger Electronics, our products and special promotions, please visit our Web Site at: www.tigertoys.com

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INK CARTRIDGE INCLUDED

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